L Number	Hits	Search Text	DB	Time stamp
1	1404	(handover or (hand adj over) or handoff or (hand adj off)) same	USPAT;	2004/08/09 14:32
		(acknowledg\$6 or respon\$5) same ( packet or cell or frame or PDU)	US-PGPUB	
2	403	1[bsum]	USPAT;	2004/08/09 13:59
			US-PGPUB	
3	131	1[bsum] and ( (incorrect\$5 or correct\$5 or success\$8 or fail\$5 or corrup\$5)	USPAT;	2004/08/09 14:06
		near3 (send or sent or transmit\$5 or receiv\$5))	US-PGPUB	
4	60	1[bsum] and ( (incorrect\$5 or correct\$5 or success\$8 or fail\$5 or corrup\$5)	USPAT;	2004/08/09 13:59
		near3 (send or sent or transmit\$5 or receiv\$5))[bsum]	US-PGPUB	
5	12	1[bsum] same (window)[bsum]	USPAT;	2004/08/09 14:00
			US-PGPUB	
6	21	1[bsum] and ( ( (incorrect\$5 or correct\$5 or success\$8 or fail\$5 or corrup\$5)	USPAT;	2004/08/09 14:16
		near3 (send or sent or transmit\$5 or receiv\$5)) same (queue or memory or	US-PGPUB	
		buffer))		
7	107	((handover or (hand adj over) or handoff or (hand adj off)) same	USPAT;	2004/08/09 14:16
		(acknowledg\$6 or respon\$5) same (packet or cell or frame or PDU)) and (	US-PGPUB	
		(incorrect\$5 or correct\$5 or success\$8 or fail\$5 or corrup\$5) near3 (send or		
		sent or transmit\$5 or receiv\$5)) same (queue or memory or buffer))	I I CD A M	2004/00/00 14 17
8	39	(((handover or (hand adj over) or handoff or (hand adj off)) same	USPAT;	2004/08/09 14:17
		(acknowledg\$6 or respon\$5) same (packet or cell or frame or PDU)) and (	US-PGPUB	
		(incorrect\$5 or correct\$5 or success\$8 or fail\$5 or corrup\$5) near3 (send or		
		sent or transmit\$5 or receiv\$5)) same (queue or memory or buffer))) and (		
		(number near5 (packet or cell or frame or segment or PDU)) with (buffer or		1
9	70	memory or queue))  ((handayar or (hand adi ayar) or handaff or (hand adi aff)) sama	LICDAT.	2004/08/09 14:34
9	/0	((handover or (hand adj over) or handoff or (hand adj off)) same	USPAT; US-PGPUB	2004/06/09 14:34
		(acknowledg\$6 or respon\$5) same (packet or cell or frame or PDU)) and (	US-FUFUB	
		(max\$6 or allowable or threshold) near5 (buffer or memory or queue))		